

Individual Event – A maximum of 64 entries on a first come first serve basis

A maximum of 7 rounds shall be played (Final no. of rounds shall be based on number of players signing up)

Tournament follows all competition Rules.

1) Act of Moving the Pieces: The movement of pieces is to be done with one hand. Once the hand is taken off a piece after moving it, the move cannot be retracted unless the move is illegal. When castling, the player should first move the king with one hand and then move the rook with same hand.

2) Touch And Move Rule: If a player having the move touches one of their pieces as if having the intention of moving it, then the player must move it if it can be legally moved. So long as the hand has not left the piece on a new square, the piece can be placed on any accessible square. If a player touches one of the opponent's piece, then that piece must be captured in that move. If none of the touched pieces can be moved or captured there is no penalty. However, a player, by first declaring that he is going to adjust the pieces, may do so without the necessity to move that piece.

3) Timing: Tournament games may be played under time constraints, using Chess Clock. Each player must make the moves within the time controls or forfeit the game. Each player will get 1 hour to finish all his/her moves. The clock must be pressed using the same hand that is used to play the move. Hovering a hand above the clock button is not allowed. Arbiters may decide to add a clock to any ongoing game. In that case the time allotted to each player is at the sole discretion of the arbiters/event coordinators.

4) Illegal Moves: If a player plays a move which, under the circumstances is not valid or legal, he will be given a warning by the Arbiter. On playing another illegal move in the same game, the player may be declared lost by the Arbiter.

The Arbiter's decision shall be final in case of any discrepancies.

There will be no separate tournament for girls, but only a single tournament open to all.

Along with the rules mentioned above, all the rules outlined by FIDE for tournaments shall be applicable.

The pairing of the players for a particular round will be done by Swiss System of Pairing.